

# T.T.S. SEGA



# MAGAZINE

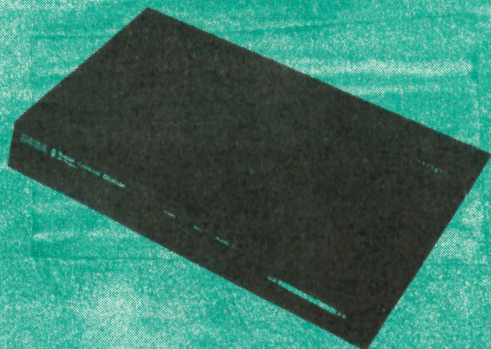
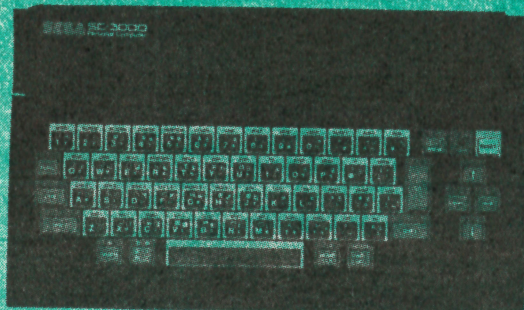
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BONUS PROGRAMS

NEW SEGA MODEM

SECRET  
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## EDITORIAL

Welcome to this months issue and boy have we got a boomer issue this time! We put our heads together and decided that as the last few issues were a bit late that we would try and concile your feelings with even more programs than usual. The only drawback to this is that a few of the regular features will be dramatically shortened. We will have everything back to normal by the next issue.

PLEASE NOTE: As we have been late with every issue and only 6 issues for 9 months people have asked us if their subscriptions are for 12 months or 12 issues, well I can assure everyone that if you paid for 12 issues you will get 12 issues!!

I must say THANKYOU to the people who write in to us saying how they can't wait for the next issue to arrive (here I must thank also the shopkeepers for being patient), and that everything is looking O.K. for the future.

Soon to be released for the SEGA will be SOFT-SPEACH which will allow the user to make his/her SEGA talk. Should be about 6 weeks before we know when it will be released.

## MARKET PLACE

T.T.S. could be getting some limited supplies of the cartridge games; LODERUNNER, BOXING, FLICKY.

Hopefully by the time you are reading this we will be getting the first shipment in.

Last report if John Sands were getting them in soon was MAYBE SOON!!

A new programs book has just been released from T.T.S. with lot's more programs than the first one and of course they are of the high quality and bug free way that we write them.

## SEGA USER GROUPS

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## BASIC TIPS

Well here we are are once more with Basic Tips and this week we have only the one, which may come in handy for those people who try to cram everything in one line.

The PRINT statement can be shortened by using ?

Instead of reading like;

```
10 PRINT"HELLO"
```

You would type in;

```
10 ?"HELLO"
```

Now list it and it is just like you printed PRINT. Also ? only uses one byte compared to 5 bytes. Try typing 256 ?'s in a line then list that line.

Well until next time.....

## GAMING AROUND

This month we have the new scores for Gaming Around. We are getting an excellent response to this section so keep them coming. Please note we require a PHOTOGRAPH to validate the score as some people say anything!

POST TO;  
GAMING AROUND,  
C/- T.T.S.,  
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GAME	SCORE	NAME
BORDERLINE.....	150,000.....	IAN B, VIC.
CHAMPION GOLF.....	-5.....	RICHARD B, VIC.
CONGO BONGO.....	527,570.....	BRENDAN D, S.A
DEMON GOBBLER.....	38,400.....	TOM B, N.S.W
EXERION.....	120,000.....	JANET B, VIC.
MANACO GP.....	195,224.....	DAVID A, ?
STAR JACKER.....	259,010.....	WILLIAM L, S.A.
VERMIN INVADERS.....	15,150.....	KEN S, N.T
VORTEX BLASTER.....	143,550.....	JOE F, VIC
ORGUSS.....	45,200.....	JEFF L, VIC
SAFARI RACE.....	44,720.....	TOM B, N.S.W
ZIPPY RACE.....	539,100.....	JEREMY C, N.S.W
SEGA GALAGA.....	245,340.....	GRAHAM G, N.S.W
CHAMPION BASEBALL.....	16-0.....	RICHARD B, VIC.
PACAR.....	999,999.....	DAVID A, ?
N-SUB.....	45,350.....	DAVE G, W.A
SEGA FLIPPER.....	999,999.....	ROBERT B, N.S.W
POP FLAMER.....	156,700.....	JEREMY C, N.S.W
SINDBAD MYSTERY.....	35,860.....	JOE F, VIC
YAMATO.....	167,600.....	MATTHEW T, VIC
SAFARI HUNTING.....	33,230.....	KEN S, N.T

## MACHINE CODE Part 6

This month we have a small machine code program which allows you to draw on the graphics screen using the four cursor keys.

Type it in using your monitor program.

To draw use the cursor keys for the direction. (Very QUICK!!).

To change the color press a number key from number 1 to 9.

Use the EM command and enter the following:

ADDRESS: B000

DATA:

```
CD E2 39 CD 42 4A 3E 01
CD D9 39 16 60 1E 80 ED
53 71 B0 CD B6 42 FE 00
28 F9 ED 5B 71 B0 FE 1E
28 24 FE 1F 28 2C FE 1C
28 30 FE 1D 28 34 FE 3A
30 09 FE 31 38 05 D6 30
CD D9 39 ED 5B 71 B0 3E
01 CD EE 39 18 CD 7A FE
00 28 1F 15 ED 53 71 B0
18 E9 7A FE BF 28 13 14
18 F2 7B FE FF 28 0B 1C
18 EA 7B FE 01 28 03 1D
18 E2 3E 02 CD 18 4A 18
CA 00 00 END
```

To run the program use the CA command and enter the ADDRESS: B000

To get out of the program press the RESET key.



Address	Label	Offset	Operation	Destination	Comments
B000		00100	ORG	0B000H	;TAPE VERSION
B000	CDE239	00110	CALL	39E2H	
B003	CD424A	00120	CALL	4A42H	
B006	3E01	00130	LD	A,1	
B008	CDD939	00140	CALL	39D9H	
B00B	1660	00150	LD	D,60H	
B00D	1E80	00160	LD	E,80H	
B00F	ED5371B0	00170	LD	(LOC),DE	
B013	CDB642	00180	CALL	42B6H	
B016	FE00	00190	CP	00H	
B018	2BF9	00200	JR	Z,RUN	
B01A	ED5B71B0	00210	LD	DE,(LOC)	
B01E	FE1E	00220	CP	1EH	
B020	2824	00230	JR	Z,MU	
B022	FE1F	00240	CP	1FH	
B024	282C	00250	JR	Z,MD	
B026	FE1C	00260	CP	1CH	
B028	2830	00270	JR	Z,MR	
B02A	FE1D	00280	CP	1DH	
B02C	2834	00290	JR	Z,ML	
B02E	FE3A	00300	CP	3AH	
B030	3009	00310	JR	NC,RUN2	
B032	FE31	00320	CP	31H	
B034	3805	00330	JR	C,RUN2	
B036	D630	00340	SUB	30H	
B038	CDD939	00350	CALL	39D9H	
B03B	ED5B71B0	00360	LD	DE,(LOC)	
B03F	3E01	00370	LD	A,1	
B041	CDEE39	00380	CALL	39EEH	
B044	18CD	00390	JR	RUN	
B046	7A	00400	LD	A,D	
B047	FE00	00410	CP	0	
B049	281F	00420	JR	Z,STOP	
B04B	15	00430	DEC	D	
B04C	ED5371B0	00440	LD	(LOC),DE	
B050	18E9	00450	JR	RUN2	
B052	7A	00460	LD	A,D	
B053	FEBF	00470	CP	0BFH	
B055	2813	00480	JR	Z,STOP	
B057	14	00490	INC	D	

B058	18F2	00500	JR	MOK
B05A	7B	00510	LD	A,E
B05B	FEFF	00520	CP	0FFH
B05D	280B	00530	JR	Z,STOP
B05F	1C	00540	INC	E
B060	18EA	00550	JR	MOK
B062	7B	00560	LD	A,E
B063	FE01	00570	CP	1
B065	2803	00580	JR	Z,STOP
B067	1D	00590	DEC	E
B068	18E2	00600	JR	MOK
B06A	3E02	00610	STOP	LD
B06C	CD184A	00620	CALL	4A18H
B06F	18CA	00630	JR	RUN2
B071	0000	00640	LOC	DEFW
B000		01000	END	INIT
00000	TOTAL ERRORS			
34325	TEXT AREA BYTES LEFT			

INIT	B000	00110	01000				
LOC	B071	00640	00170	00210	00360	00440	
MD	B052	00460	00250				
ML	B062	00560	00290				
MOK	B04C	00440	00500	00550	00600		
MR	B05A	00510	00270				
MU	B046	00400	00230				
RUN	B013	00180	00200	00390			
RUN2	B03B	00360	00310	00330	00450	00630	
STOP	B06A	00610	00420	00480	00530	00580	

# PROGRAMMS



## SUB-ATTACK

In this Arcade style game you must move your Submarine through the minefield, which get's bigger with every round, and proceed to the other end to go to the next round. Movement is by the cursor keys and you fire your torpedo by the space bar!! Good Luck Captain ....

```
10 HS=2345
```

```
20 GOSUB 830:DEF FNL=(INT((Y+10)/8)*25  
6+INT((I+4)/8)*8+(Y+10)MOD8)
```

```
30 DEF FNM=(INT((Y+10)/8)*256+INT((X+4)  
)/8)*8+(Y+10)MOD8):R=1:S=0
```

```
31 IFEE=0THENGOSUB 380
```

```
40 GOSUB 390
```

```
50 I$=INKEY$:X=X+((I$=CHR$(28))*(X<240)  
)-(I$=CHR$(29))*(X>0))*2
```

```
60 Y=Y+((I$=CHR$(31))*(Y<167)-(I$=CHR$(  
30))*(Y>107))*1
```

```
70 IFI$=" "THENSOUND4,1,5:GOTO120
```

```
10
```

```

80 IFX<10THEN280
90 SPRITE1,(X,Y),0,4
100 IFVPEEK(FNM)THEN360
110 Z=Z+.1:ONINT(Z+1)GOTO50,260
120 FORI=XT04STEP-4
130 SPRITE2,(I,Y),4,14
140 IFVPEEK(FNL)THEN170
150 NEXTI:I=0:SPRITE2,(I,Y),4,0
160 SOUND0:GOTO50
170 BLINE(I-2,Y+4)-(I+8,Y+16),,BF
180 SPRITE2,(I,Y),4,0:T=11
190 SPRITE3,(I-8,Y-4),T,11
200 SOUND4,1,15:FORTI=1TO20:NEXTTI
210 SPRITE3,(I-8,Y-4),T,0
220 T=T+4:IFT<24THEN190
230 SOUND0
240 COLOR1:S=S+9+R:BLINE(46,10)-(46+44
,18),,BF:FORTI=1TO2:CURSOR45+I,10:PRINT
S:NEXTI:I=0
250 GOT050
260 Z=0:Q=R*.6:RR=RR+1+INT(Q):BLINE(TT
,RR-1)-(TT+6,RR-Q),,BF:IFRR>104THEN360

```

```
270 BN=1500-(RR*5):GOTO 50
280 S=S+BN:R=R+1:IFHS<STHENHS=S
290 COLOR1,1,,1:CLS
300 SPRITE1,(1,1),0,0
310 SPRITE2,(1,1),4,0
320 SPRITE3,(1,1),11,0
330 COLOR1:FORI=1TO2:CURSOR79+I,100:PR
INT"BONUS POINTS":BN:NEXTI
340 A=0:FORI=1TO14:A=A+1:COLORI,I,(60-
A,80-A)-(200+A,128+A):NEXTI
350 GOTO40
360 REM END ROUTINE
370 GOTO 950
380 FORI=0TO26:READA$:PATTERNS#I,A$:NE
XTI:RETURN
390 MAG1:X=240:Y=140
400 COLOR1,1,,1:CLS
410 FORI=1TO2:COLOR1:CURSOR10+I,10:PRI
NT"SCORE":S:COLOR6:CURSOR90+I,10
411 PRINT"ROUND":R:COLOR6:CURSOR160+I,
10:PRINT"HI-SCORE":HS:NEXTI
420 COLOR9,9,(0,0)-(255,20),1
430 COLOR5,5,(0,25)-(255,110),1
440 COLOR6,6,(0,20)-(255,25),1
```

```
450 TT=10:RR=30

460 COLOR1:FORI=30TO100STEP6:CORSOR10,
I:PRINTCHR$(229):NEXTI

470 COLOR15:FORI=10TO240STEP30:CORSORI
,184:PRINTI:NEXTI

480 COLOR6,6,(0,183)-(255,191),1:I=0

490 COLOR11,11,(10,26)-(30,110),1

500 COLOR 1:CORSOR 20,35:PRINT CHR$(17
);"T"

510 CORSOR20,55:PRINT"I"

520 CORSOR20,75:PRINT"M"

530 CORSOR20,95:PRINT"E";CHR$(16)

540 FORA=1TO40+(2*R):COLOR11:CORSORINT
(RND(1)*210)+20,INT(RND(1)*65)+110:PRI
NTCHR$(236):NEXTA

550 RETURN

560 DATA"00 00 00 00 01 1D 05 FF"

570 DATA"7F 3F 00 00 00 00 00 00"

580 DATA"80 80 80 80 C0 C0 C0 FF"

590 DATA"FF FC 06 00 00 00 00 00"

600 DATA"00 00 00 00 00 00 00 00"

610 DATA"03 3E 03 00 00 00 00 00"

620 DATA"00 00 00 00 00 00 00 00"

630 DATA"00 00 00 00 00 00 00 00"
```

640 DATA"00 00 00 00 00 00 00 00"

650 DATA"00 00 00 00 00 00 00 00"

660 DATA"00 00 00 00 00 00 00 00"

670 DATA"14 34 D2 5E 74 97 6C 28"

680 DATA"00 00 00 00 00 00 00 00"

690 DATA"00 00 00 00 00 00 00 00"

700 DATA"00 00 00 00 00 00 00 00"

710 DATA"00 00 10 28 54 28 10 00"

720 DATA"00 00 00 00 00 00 00 00"

730 DATA"00 00 00 00 00 00 00 00"

740 DATA"00 00 00 00 00 00 00 00"

750 DATA"00 00 00 30 30 00 00 00"

760 DATA"00 00 00 00 00 00 00 00"

770 DATA"00 00 00 00 00 00 00 00"

780 DATA"00 00 00 00 00 00 00 00"

790 DATA"00 00 00 38 38 38 00 00"

800 DATA"00 00 00 00 00 00 00 00"

810 DATA"00 00 00 00 00 00 00 00"

820 DATA"00 00 00 00 00 00 00 00"

830 SCREEN2,2:COLOR15,1,,1:CLS

840 FORI=1TO2:CURSOR70+I,100:PRINTCHR\$(17);"SUB ATTACK":NEXTI:PRINTCHR\$(16)



```

850 COLOR1,12,(60,90)-(200,115),1
860 COLOR14,14,(10,170)-(250,190),1
870 A$="Written in BASIC for the SEGA"
880 COLOR1
890 CURSOR46,174:FORI=1TOLEN(A$)
900 PRINT MID$(A$,I,1)::BEEP 1:BEEP 0:
NEXTI
910 FORJ=1TO5:FORI=1TO15:SOUND1,300,I:
NEXTI
920 FORI=15TO1STEP-1:SOUND1,300,I
930 NEXTI,J
940 SOUND0:RETURN
950 FORI=1TO15:SOUND4,1,I:NEXTI:FORI=1
TO100:NEXTI:SOUND0
960 FORI=300TO110STEP-20:Z=Z+1:SOUND1,
I,Z:NEXTI:Z=0:FORI=1TO100:NEXTI:SOUND0
970 COLOR15,15,(40,42)-(230,86)
980 FORI=1TO2:COLOR6:CURSOR100+I,50:PR
INT"GAME OVER"
990 COLOR1:CURSOR45+I,70:PRINT"PRESS [
SPACE-BAR] TO CONTINUE":NEXTI
1000 IFHS<STHENHS=S
1010 IFINKEY$=" "THENEE=1:GOTO20
1020 BEEP1:BEEP0:GOTO 1010

```

## MATCHES

Here is a very popular game for you to play, and all you have to do is type a few numbers in. You start with a pile of matches, (you pick the amount), then you choose the way to win, (take the last match or leave the last match), then you choose who goes first. Beware the Computer is very good!!

```
1 PRINT:AA=400:GOSUB85:COLOR15,1
2 CLS:CURSORS5,5
3 INPUT"ENTER PILE SIZE ";A
4 IFA>3THEN6
5 GOT03
6 IFA<>INT(A)THEN2
```

```
7 PRINT"ENTER WIN OPTION"  
8 PRINT"1 TO TAKE THE LAST"  
9 PRINT"2 TO AVOID THE LAST :";  
10 INPUTB  
11 IFB=1THEN14  
12 IFB<>2THEN7  
13 PRINT:PRINT"HOW MANY MATCHES TO TAK  
E."  
14 INPUT"ENTER MIN AND MAX ";C,D  
15 IFC>DORC<10RC<>INT(C)ORD<>INT(D)THE  
NBEEP2:GOTO14  
16 PRINT:PRINT"ENTER START OPTION"  
17 PRINT"1 COMPUTER FIRST"  
18 PRINT"2 YOU FIRST ";  
19 INPUTE  
20 IFE=1THEN22  
21 IFE<>2THEN16  
22 F=C+D  
23 IFE=2THEN26
```

```
24 GOSUB 29
25 IFG=1THEN2
26 GOSUB 55
27 IFG=1THEN2
28 GOTO 24
29 H=A
30 IFB=1THEN32
31 H=H-1
32 IFB=1THEN42
33 IFA>CTHEN46
34 G=1
35 PRINT"SEGA TAKES";A;" AND LOSES."
36 AA=300:GOSUB 85
37 FORZZ=1TO5:FORXX=1TO15
38 SOUND1,400,XX:NEXTXX
39 FORXX=15TO1STEP-1
40 SOUND1,400,XX:NEXTXX,ZZ:SOUND0
41 RETURN
42 IFA>DTHEN46
43 G=1
44 PRINT"SEGA TAKES";A;" AND WINS."
```

```
1 8 45 RETURN
```

```
46 I=H-F*INT(H/F)
47 IF I>=C THEN 49
48 I=C
49 IF I<=D THEN 51
50 I=D
51 A=A-I
52 PRINT"SEGA TAKES";I;" AND LEAVES";A
53 G=0
54 RETURN
55 PRINT"YOUR MOVE ";
56 INPUT I
57 IF I<>0 THEN 62
58 BEEP 2
59 PRINT"COMPUTER WINS BY FORFEIT."
60 G=1
61 AA=200:GOTO 85
62 IF I<>INT(I) THEN 67
63 IF I>=C THEN 66
64 IF I=A THEN 71
65 GOTO 67
66 IF I<=D THEN 69
67 PRINT"ILLEGAL MOVE,";:BEEP 2
```

```
68 GOTO 56
69 A=A-I
70 IFA<>0THEN79
71 IFB=1THEN76
72 PRINT"BETTER LUCK NEXT TIME."
73 AA=200:GOSUB 85
74 G=1
75 RETURN
76 PRINT"CONGRATULATIONS, YOU WIN."
77 G=1
78 RETURN
79 IFA>=0THEN82
80 A=A+I
81 GOTO 67
82 G=0
83 RETURN
84 END
85 FORZZ=1TO5:FORXX=1TO15
86 SOUND1,AA,XX:NEXTXX
87 FORXX=15TO1STEP-1
88 SOUND1,AA,XX:NEXTXX,ZZ
89 SOUND0:RETURN
```

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# SPACE CADET

In this small game you must get the enemy into your sights, (cursor keys), and shoot him down, (space bar), but if he gets above you you can't get him!!

```
10 CLS
```

```
20 A=23:B=18:C=26:S=0
```

```
30 FORD=0T0500:SOUND4,2,14
```

```
40 IFB<2THENGOTO 150
```

```
50 IFA>35THENGOTO 150
```

```
60 IFA<2THENGOTO 150
```

```
70 CURSOR1,1:PRINT"SCORE--";S:COLOR11,  
1:CURSORA,B:PRINT"+o+":CURSOR16,12:PRI  
NT"[ + ]":E$=INKEY$
```

```
80 IFE$=" "THENBEEP:GOTO 140
```

```
90 IFE$=CHR$(31)THENCURSORA,B:PRINT"  
":B=B-1
```

```
100 CURSORA,B:PRINT" "
```

```
110 IFE$=CHR$(29)THENA=A+2
```

```
120 IFE$=CHR$(28)THENA=A-2
```

```
130 GOTO 160
```

```
140 IFB=12THENSOUND4,1,15:COLOR6,7:CUR  
SOR16,12:PRINT")>*<(":S=S+100
```

```
150 A=INT(RND(1)*37):B=INT(RND(1)*11)+  
12:C=C-1:IFC=0THENGOTO 170
```

```
160 CURSORA,B:PRINT" ":NEXTD
```

```
24 170 SOUND0:COLOR1,14:BEEP2:PRINT"SCORE  
=";S
```

## CAR (L)

Here is a miniature race car game for all the would be racers. You use the cursor keys to move your car and dodge the oncoming traffic. Up cursor is your accelerator, Down cursor is your brake, and you have left and right.

1 PATTERN C#35, "20 20 20 20 20 20 20  
20"

2 PATTERN C#36, "84 FC B4 30 30 CC FC  
CC"

3 PATTERN C#91, "08 18 10 10 20 20 20  
20"

4 PATTERN C#93, "80 C0 40 40 20 20 20  
20"

```

10 COLOR15,1:CLS:S=0:C=1:SP=50:P=0
11 A$(0)="# # #":A$(1)="### #"
12 A$(2)="# ###":A$(3)="[ [ [ "
13 A$(4)=" ] ] ]"
16 CURSOR11,8:PRINT"CAR TRAINER Jr."
17 PRINT"
20 CURSOR16,10:PRINTA$(0):PRINTTAB(16)
;A$(0):PRINTTAB(16);A$(1)
30 CURSOR16,15:PRINT"SPEED 0"
31 PRINT:PRINTTAB(16);"SCORE 0"
32 FORI=1TO3:FORJ=14TO0STEP-1
33 SOUND1,440,J:NEXTJ:FORJ=1TO80
34 NEXTJ,I:SOUND1,880,15:FORI=1TO200
35 NEXTI:FORI=14TO0STEP-1
36 SOUND1,880,I:NEXTI:CURSOR16,11:PRIN
T"START"
40 A=INT(RND(1)*5)
41 B=((A=1)*-1)+((A=2)*-2)+((A=3)*-3)+
((A=4)*-4)
43 CURSOR16,10:PRINTA$(B):GOSUB130:GOS
UB140

```

```
44 IFB<>3ANDB<>4THENCURSOR16,10:PRINTA
$(0):PRINTTAB(16);A$(B):GOSUB130:GOSUB
140:GOTO60
```

```
50 CURSOR16,11:PRINTA$(0):GOSUB130:C=(
(B=3)*1)+((B=4)*-1)+C:GOSUB140:SD=2:GO
TO190
```

```
60 IFB<>CTHENCURSOR16,11:PRINTA$(0):ON
B+1GOTO180,160,160:PRINTTAB(16);A$(0):
SD=1:GOTO190
```

```
70 CURSOR16,12:PRINTA$(0):FORI=15TO0ST
EP-1
```

```
71 S0=SP*1.5+200:CURSORC*2+15,12:PRINT
" ":SOUND1,110,I:SOUND2,115,I
```

```
72 SOUND3,120,I:SOUND5,1,I:CURSORC*2+1
5,12:PRINT"X":NEXTI
```

```
80 CURSOR14,15:PRINT"GAME OVER " :PRI
NT
```

```
81 HS=((S>HS)*-S)+((S<=HS)*-HS)
```

```
82 PRINT"          YOUR SCORE";S;" " :
PRINT
```

```
83 PRINT"          HIGH SCORE";HS
```

```
84 PRINT:PRINT"          TRY AGAIN ! (
Y or N)"
```

```
90 IFINKEY$="Y"THEN10
```

```
100 IFINKEY$="N"THENCLS:END
```

```
110 GOTO90
```

```

120 REM SUB

130 SOUND3,SP*3+200,0:SOUND5,3,15:FORI
=0TO100-((SP<100)*-SP):NEXTI:RETURN

140 B$=INKEY$

141 C=((B$=CHR$(29))*1)+((B$=CHR$(28))
*-1)+C

142 SP=INT(((B$=CHR$(30))*-10)+((B$=CH
R$(31))*SP/2)+SP)

143 IFC=1ORC=2THENCURSOR16,12:PRINTA$(
C):GOSUB130:RETURN

150 CURSOR16,12:PRINTA$(0):FORI=15TO0S
TEP-1:S0=SP*1.5+200

151 CURSORC*2+15,12:PRINT" "

152 SOUND3,S0,0:SOUND5,3,I

153 CURSORC*2+15,12:PRINT"$"

154 NEXTI:GOTO80

160 PRINTTAB(16);"####":SD=3:GOTO190

170 PRINTTAB(16);A$(0):S=S+10:GOTO190

180 S=S+5

190 S=INT(SD*(SP/50))+S:CURSOR21,15

191 PRINTSP;" ":PRINT:PRINTTAB(21);S

192 IFSP<350THEN40

200 CURSOR14,13:PRINT"OVER HEAT":SOUND
0:GOTO80

```

# SAHARA

This is really a great game for anyone. You must try to trek across the Sahara but be careful of which letters you stand on as you may be drained of strenght and die. All the letters stay the same for only one round. You wouldn't believe so much can happen to you within the short space of time that you play this game!! Excellent.

```
10 REM "==== SAHARA ====="
20 REM Author PETER BOURKE 1985
30 DIM D(100),ET$(22),P(22)
40 DIM N1(22),N2(22),N$(22),SP$(28)
50 SP$=" "
60 CLS:COLOR,10:CURSOR 4,3:PRINT "Welc
ome to the..."
70 CURSOR 12,5:PRINT"SAHARA"
80 CURSOR 4,7:PRINT "A Desert Survival
Simulation."
90 CURSOR 0,10:PRINT " You are a
secret agent. Your"
91 PRINT " assignment is to carry
secret"
92 PRINT " documents across the ho
stile"
93 PRINT " desert to the lonely ou
tpost"
94 PRINT " at the oasis." 29
```

```
100 Y=1:TS=ZERO

110 FOR X=1TO35:CURSOR X,1:PRINT CHR$(
234)

120 R=INT(RND(1)*16+1)

130 TS=TS+1:D(TS)=R:NEXT X

140 FOR Y=1TO15:CURSOR36,Y:PRINT CHR$(
234)

150 R=INT(RND(1)*16+1)

160 TS=TS+1:D(TS)=R:NEXT Y

170 FOR X=36TO2 STEP -1:CURSOR X,16:PR
INT CHR$(234)

180 R=INT(RND(1)*16+1)

190 TS=TS+1:D(TS)=R:NEXT X

200 FOR Y=16TO2 STEP -1:CURSOR 1,Y:PRI
NT CHR$(234)

210 R=INT(RND(1)*16+1)

220 TS=TS+1:D(TS)=R:NEXT Y

230 CURSOR 0,18:INPUT "For more instru
ctions enter your      official agent'
s alias : "; N$

240 IF N$="" THEN 230

250 IF C=ZERO THEN GOSUB 700:GOSUB 960

260 GOSUB 490

270 IF X=22 THEN 380

280 IF S=ZERO THEN 400

30 290 CURSOR 2,14:PRINT "Your move agent
"+LEFT$(N$,8)+" ?":T=ZERO
```



```

300 M$=INKEY$:T=T+1:IF T> 300 THEN M$=
"R"

310 IF M$<>"L"AND M$<>"R"AND M$<>"U"AN
D M$<>"D" AND(M$<CHR$(28) OR M$>CHR$(3
1)) THEN 300

320 CURSOR 2,14:PRINT SP$

330 CURSOR 0,19:PRINT SP$:CURSOR 0,19

340 IF M$="L" OR M$=CHR$(29)THEN GOSUB
1110:GOTO 270

350 IF M$="R" OR M$=CHR$(28)THEN GOSUB
1170:GOTO 270

360 IF M$="U" OR M$=CHR$(30)THEN GOSUB
1230:GOTO 270

370 IF M$="D" OR M$=CHR$(31)THEN GOSUB
1290:GOTO 270

380 VPOKE VA,32:VPOKE 15626,253

390 PRINT "CONGRADULATIONS. You made i
t !":GOTO 410

400 PRINT "ANOTHER agent bites the dus
t !"

410 PRINT "Would you like another miss
ion ?":FORQW=1TO40:BEEP1:BEEP0:NEXTQW

420 M$=INKEY$:IF M$=""THEN 420

430 IF M$="Y" OR M$="y" THEN 60

440 PRINT "COULDN'T TAKE IT HUH ?"

450 END

460 REM -----

470 REM Print Desert

```

```
480 REM -----
490 CLS:COLOR,10:CURSOR 8,1:PRINT "SAH
ARA"
500 CURSOR 8,2:PRINT "-----":TS=1
510 FOR Y=6TO10:CURSOR 0,Y
520 FOR TS=TS TO TS+19
530 PRINT CHR$(D(TS)+64);:NEXT TS:PRIN
T" "
540 NEXT Y
550 CURSOR 25,5:PRINT "OASIS"
560 CURSOR 0,12:PRINT "L=LEFT R=RIGHT
U=UP D=DOWN"
570 CURSOR 1,19:PRINT "Your initial st
rength is 15":S=15
580 X=2:Y=8:GOSUB 1350:VPOKE VA,253
590 CURSOR 29,23:PRINT "Strength";
600 FOR T=22TO3 STEP-1:CURSOR 34,T:PRI
NT "-":NEXT
610 VPOKE 15517,50:VPOKE 15518,48
620 VPOKE 15717,49:VPOKE 15718,53
630 VPOKE 15917,49:VPOKE 15918,48
640 VPOKE 16117,53:GOSUB 1550:TS=41
650 RETURN
660 REM -----
670 REM Build Tables
680 REM -----
```

690 REM P~points. ET\$~Event

700 P(1)=2:ET\$(1)="Friendly Nomads"

710 P(2)=2:ET\$(2)="Shady Boulders"

720 P(3)=3:ET\$(3)="Abandoned Cabin"

730 P(4)=2:ET\$(4)="Date Palm Tree"

740 P(5)=3:ET\$(5)="Camel Caravan"

750 P(6)=-3:ET\$(6)="Attacked By Savages"

760 P(7)=-3:ET\$(7)="Rattle Snake Bite"

**770** P(8)=-3:ET\$(8)="Ate Rotten Carcas"

780 P(9)=-2:ET\$(9)="Lost - Wandering Aimlessly"

790 P(10)=-2:ET\$(10)="Severe Sunburn"

800 P(11)=-1:ET\$(11)="Freezing Nights"

810 P(12)=1:ET\$(12)="Water Hole"

820 P(13)=-2:ET\$(13)="Flash Flood"

830 P(14)=-2:ET\$(14)="Drank Brackish Water"

840 P(15)=-2:ET\$(15)="Lost Your Sun Helmet"

850 P(16)=-1:ET\$(16)="Hot , Dry Winds"

860 P(17)=-1:ET\$(17)="Shimmering Illusions"

870 P(18)=2:ET\$(18)="Water From Cactus"

880 P(19)=-1:ET\$(19)="Desert Delerium" 33

890 P(20)=2:ET\$(20)="Shelter In Ancient Ruins"

900 P(21)=-2:ET\$(21)="46 Degree Sunstroke"

910 P(22)=0:ET\$(22)="Sand And Rocks"

920 RETURN

930 REM -----

940 REM Print Instructions

950 REM -----

960 CLS:COLOR,7:PRINT " ##### SAHARA  
RA #####"

970 PRINT:PRINT " INSTRUCTIONS for a  
gent "+LEFT\$(N\$,8)

980 PRINT


990 PRINT " The Desert is filled with  
unknown dangers and opportunities to  
regain your strength."

1000 PRINT " Each character in the map  
of the desert is a different type  
of danger, opportunity or neutral location."

1010 PRINT " The only way to discover  
which is which is to actually land  
on one and hope."

1020 PRINT" Your problem is to learn  
quickly enough to get to the oasis  
before your 'strength' disappears."

1030 PRINT" Remember that characters  
only retain their identity through one  
desert, next time they are all different

1040 PRINT " Your position within the  
desert is shown by  and your path  
is oblit- erated by spaces."

1050 PRINT " PRESS A  
NY KEY."

1060 IF INKEY#="" THEN 1060

1070 RETURN

1080 REM -----

1090 REM "L" move

1100 REM -----

1110 IF X=2 THEN PRINT "You can't go le  
ft from here":GOTO 1130

1120 VPOKE VA,32:X=X-1:TS=TS-1:GOSUB 1  
390

1130 RETURN

1140 REM -----

1150 REM "R" move

1160 REM -----

1170 IF X=21 THEN X=22:GOTO 1190

1180 VPOKE VA,32:X=X+1:TS=TS+1:GOSUB 1  
390

1190 RETURN

1200 REM -----

1210 REM "U" move

```

1220 REM -----
1230 IF Y=6 THEN PRINT"You can't go up
    from here":GOTO 1250
1240 VPOKE VA,32:Y=Y-1:TS=TS-20 :GOSUB
1390
1250 RETURN
1260 REM -----
1270 REM "D" move
1280 REM -----
1290 IF Y=10 THEN PRINT"You can't go d
    own from here":GOTO 1310
1300 VPOKE VA,32:Y=Y+1:TS=TS+20 :GOSUB
1390
1310 RETURN
1320 REM -----
1330 REM Calculate VRAM Address
1340 REM -----
1350 VA=Y*40+X+&H3C00:RETURN
1360 REM -----
1370 REM Process New Event
1380 REM -----
1390 GOSUB 1350:I=N1(D(TS))
1400 PRINT LEFT$(ET$(I),28)+LEFT$(SP$,
    28-(LEN(ET$(I))))
1410 P1=P(I):IF P1>ZERO THEN 1450
36 1420 IF S+P1<1 THEN P1=-S

```

```
1430 IF P1=ZERO THEN BEEP:GOTO 1480

1440 FOR T=1 TO P1*-1:SA=SA+40:VPOKE S
A,32:BEEP:NEXT:GOTO 1480

1450 IF S+P1>20 THEN P1=20-S

1460 IF P1=ZERO THEN BEEP:GOTO 1480

1470 FOR T=1 TO P1:VPOKE SA,144:SA=SA-
40:BEEP:NEXT

1480 D(TS)=INT(RND(1)*16+1)

1490 IF I=9 THEN VPOKE VA,32:VA=15682:
X=2:Y=8:TS=41

1500 S=S+P1:VPOKE VA,253

1510 RETURN

1520 REM -----

1530 REM -- Shuffle Events --

1540 REM -----

1550 SA=16275:C=ZERO:FOR T=1 TO 22

1560 N2(T)=T:N$(T)="N":NEXT T

1570 T=INT(RND(1)*22)+1

1580 IF N$(T)="N" THEN C=C+1:N$(T)="Y":
N1(C)=N2(T):IF C>7 THEN VPOKE SA,144:S
A=SA-40

1590 IF C>21 THEN 1610

1600 GOTO 1570

1610 FOR V=15 TO 0 STEP -1:SOUND 1,300
0,V:NEXT

1620 RETURN
```

# BEATLE

In this Arcade style game you must collect all of the diamonds by moving, (cursor keys), over them then press space bar. While doing this you must beware of the deadly BALLS as they will be chasing you all over the screen. Sounds easy, until you start to play the game. Well that's enough talk so let's get started!!

```
10 DIMDX(10):DIMDY(10):HS=0
20 PATTERN S#0,"5A244242245A0000"
30 PATTERNS#1,"3C7EFFFFFFFF7E3C"
40 PATTERN C#146,"0018244242241800"
50 PATTERN C#64,"044AA00008148041"
60 CLS:PRINT"PRESS 1 FOR JOYSTICK"
70 PRINT :PRINT "PRESS 2 FOR CURSOR KEYS"
80 PRINT:INPUT"CHOOSE PLEASE ";ZZ
90 IFZZ<1ORZZ>2THEN60
100 SCREEN 2,2:COLOR1,3,,1:CLS
110 GOSUB880:X=8:Y=8:X3=184
120 Y3=184:X2=184:Y2=8:F=1:SC=0:LV=3
```



```

130 LINE(192,0)-(192,191),1:COLOR1,1,(
192,0)-(255,191)

140 GOSUB 1130

150 GOSUB850:D=0:TIME$="00:00:00":IFF>
4THENF=3

160 SPRITE0,(X,Y),0,6:IFHS<SCTHENHS=SC
:GOSUB1160

170 ONZZGOTO180,210

180 S1=STRIG(1):IFS1>0THEN770

190 ZX=X:ZY=Y:A=STICK(1):X=X+((A=7)-(A
=3))*8:Y=Y+((A=1)-(A=5))*8:Z=X+((Y/8)*
256):IFVPEEK(Z)>0THENX=ZX:Y=ZY:GOTO270

200 GOTO 260

210 A$=INKEY$:IFA$=""THEN270

220 IFA$="" THENGOTO770

230 ZX=X:ZY=Y:X=X+((A$=CHR$(29))-(A$=C
HR$(28)))*8

240 Y=Y+((A$=CHR$(30))-(A$=CHR$(31)))*
8:Z=X+((Y/8)*256)

250 IFVPEEK(Z)>0THENX=ZX:Y=ZY:GOTO270

260 BEEP1:BEEP0

270 ONFGOTO280,330,420,510

280 IFX<X3THENX3=X3-2

290 IFX>X3THENX3=X3+2

300 IFY>Y3THENY3=Y3+2

310 IFY<Y3THENY3=Y3-2

```

320 GOTO590

330 IFX<X3THENX3=X3-2

340 IFX>X3THENX3=X3+2

350 IFY>Y3THENY3=Y3+2

360 IFY<Y3THENY3=Y3-2

370 IFX<X2THENX2=X2-2

380 IFX>X2THENX2=X2+2

390 IFY>Y2THENY2=Y2+2

400 IFY<Y2THENY2=Y2-2

410 GOTO590

420 IFX<X2THENX2=X2-2

430 IFX>X2THENX2=X2+2

440 IFY>Y2THENY2=Y2+2

450 IFY<Y2THENY2=Y2-2

460 IFX<X3THENX3=X3-4

470 IFX>X3THENX3=X3+4

480 IFY>Y3THENY3=Y3+4

490 IFY<Y3THENY3=Y3-4

500 GOTO590

510 IFX<X2THENX2=X2-4

520 IFX>X2THENX2=X2+4

530 IFY>Y2THENY2=Y2+4

40 540 IFY<Y2THENY2=Y2-4

```

550 IFX<X3THENX3=X3-4
560 IFX>X3THENX3=X3+4
570 IFY>Y3THENY3=Y3+4
580 IFY<Y3THENY3=Y3-4
590 IF(INP(&HBF)AND32)=32THENGOTO 640
600 SPRITE1,(X3,Y3),1,8
610 IFF=1GOTO160
620 SPRITE2,(X2,Y2),1,8
630 GOTO 160
640 IFX<=X3+8ANDX>=X3-8ANDY<=Y3+8ANDY>
=Y3-8THENGOTO690
650 IFX<=X2+8ANDX>=X2-8ANDY<=Y2+8ANDY>
=Y2-8THENGOTO690
660 IFX2<=X3+9ANDX2>=X3-9THENX2=X2-4:Y
2=Y2-4:X3=X3+4:Y3=Y3+4:GOTO 160
670 IFY2<=Y3+9ANDY2>=Y3-9THENX2=X2-4:Y
2=Y2-4:X3=X3+4:Y3=Y3+4:GOTO 160
680 GOTO160
690 FORI=250TO110STEP-10:SOUND1,I,10
700 SOUND4,1,12:SOUND2,I+50,8:SOUND0
710 NEXTI:SOUND0:FORI=1TO50:NEXTI
720 FORI=1TO5:BEEP:NEXTI
730 IFLV>1THENLV=LV-1:X=8:Y=8:X2=184:Y2=8:
X3=184:Y3=184:COLOR15,1:BLINE(200,136)-(21
6,152),,BF:CURSOR200,136:PRINTLV:COLOR1,3:
GOTO160

```

```
740 CURSOR32,176:PRINT"PRESS <SB> TO P  
LAY AGAIN":A$=INKEY$:IF A$<>" "THENGOT  
0720
```

```
750 GOTO 100
```

```
760 END
```

```
770 FORI=1TO10:IFX=DX(I)ANDY=DY(I)THEN  
BEEP:BLINE(X,Y)-(X+8,Y+7),,BF:SPRITE0,  
(X,Y),0,1 :DX(I)=0: DY(I)=0: D=D+1:GOT  
O 790
```

```
780 NEXTI:GOTO160
```

```
790 IFD=10THENT1=VAL(MID$(TIME$,4,2))*  
100:T2=VAL(MID$(TIME$,7,2)):T=T1+T2:B=  
400-T:F=F+1:GOTO810
```

```
800 GOTO820
```

```
810 X=8:Y=8:X2=184:Y2=8:X3=184:Y3=184:  
IFB>0THENSC=(B*10)+SC
```

```
820 COLOR15,1:IFD<10 THEN SC=SC+25:BLI  
NE(200,80)-(255,88),,BF:CURSOR200,80:P  
RINTSC:COLOR1,3:GOTO160
```

```
830 COLOR15,1:BLINE(200,80)-(255,88),,  
BF:CURSOR200,80:PRINTSC:COLOR1,3:GOTO150
```

```
840 RETURN
```

```
850 RESTORE 860:COLOR4,3:FORI=1TO10:RE  
AD DX,DY:CURSORDX,DY:DX(I)=DX:DY(I)=DY  
:PRINT"X":NEXTI:COLOR1,3
```

```
860 DATA104,96,24,24,40,80,184,16,8,17  
6,56,96,56,144,168,48,168,152,120,96
```

```
870 RETURN
```

880 COLOR1,3:FORI=1TO24\*8 STEP 8:CORSO  
RI-1,0:PRINT "@":NEXTI

890 FOR I=1 TO 23:CORSOR0,I\*8:PRINT "@  
":NEXT I

900 FORI=1TO10\*8 STEP 8:CORSORI+15,16:  
PRINT "@":NEXT

910 FORI=1TO10\*8 STEP 8:CORSORI+103,16  
:PRINT "@":NEXT

920 FORI=1TO5\*8 STEP 8:CORSORI+31,32:P  
RINT "@":NEXT

930 FORI=1TO5\*8 STEP 8:CORSORI+79,32:P  
RINT "@":NEXT

940 FORI=1TO5\*8 STEP 8:CORSORI+127,32:  
PRINT "@":NEXT

950 FORI=1TO5\*8 STEP 8:CORSORI+31,152:  
PRINT "@":NEXT

960 FORI=1TO5\*8 STEP 8:CORSORI+79,152:  
PRINT "@":NEXT

970 FORI=1TO5\*8 STEP 8:CORSORI+127,152  
:PRINT "@":NEXT

980 FORI=1TO10\*8 STEP 8:CORSORI+15,168  
:PRINT "@":NEXT

990 FORI=1TO10\*8 STEP 8:CORSORI+103,16  
8:PRINT "@":NEXT

1000 FORI=1TO24\*8 STEP 8:CORSORI-1,184:  
PRINT "@":NEXT

1010 FORI=1TO13\*8 STEP 8:CORSORI+47,48:  
PRINT "@":NEXT

1020 FORI=1TO13\*8 STEP 8:CORSORI+47,13  
6:PRINT "@":NEXT

1030 FORI=1TO6\*8 STEP 8:CURSORI+71,64:  
PRINT "@":NEXT

1040 FORI=1TO6\*8 STEP 8:CURSORI+79,120  
:PRINT "@":NEXT

1050 X1=16:FORJ=1TO2:FORI=1 TO 8:CURSO  
RX1,I\*8+16:PRINT "@":NEXT:X1=176:NEXT

1060 X1=32:FORJ=1TO2:FORI=1TO14:CURSOR  
X1,I\*8+32:PRINT "@":NEXTI:X1=160:NEXTJ

1070 X1=48:FORJ=1TO2:FORI=1TO8 :CURSOR  
X1,I\*8+56:PRINT "@":NEXTI:X1=144:NEXTJ

1080 X1=16:FORJ=1TO 2:FORI=1 TO 8:CURS  
ORX1,I\*8+96:PRINT "@":NEXT:X1=176:NEXT

1090 X1=64:FORJ=1TO2:FORI=1 TO 8:CURSO  
RX1,I\*8+56:PRINT "@":NEXT:X1=128:NEXT

1100 X1=80:FORJ=1TO2:FORI=1 TO 4:CURSO  
RX1,I\*8+72:PRINT "@":NEXT:X1=112:NEXT

1110 CURSOR104,80:PRINT "@":CURSOR104,  
104:PRINT "@":CURSOR88,88:PRINT "@":CU  
RSOR88,96:PRINT "@"

1120 RETURN

1130 COLOR15,1:CURSOR200,24:PRINT"HI":  
CURSOR200,32:PRINT"SCORE":CURSOR200,48  
:PRINTHS

1140 CURSOR200,64:PRINT"SCORE":CURSOR2  
00,80:PRINTSC

1150 CURSOR200,120:PRINT"LIVES":CURSOR  
200,136:PRINTLV:COLOR1,3:RETURN

1160 COLOR15,1:BLINE(200,48)-(255,56),  
,BF:CURSOR200,48:PRINTHS:COLOR1,3:RETU  
RN

THE UNITED STATES OF AMERICA

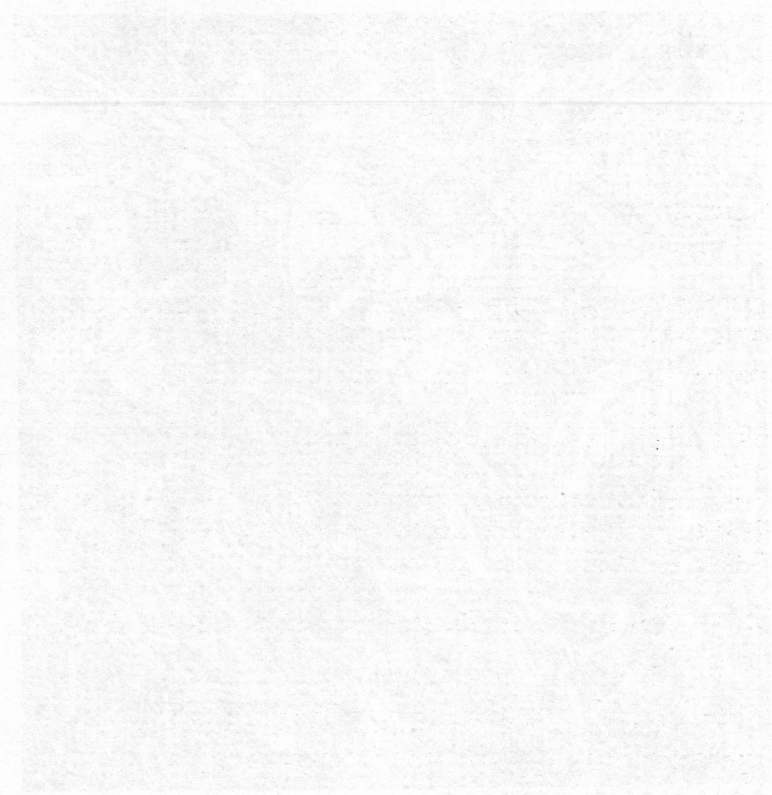


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